In the Specification:

Please amend paragraph 43 as follows:

[0043] As disclosed and described in the foregoing discussion, identity index 250 can associate users with information objects and the resources on which those information objects are located. In one embodiment of the present invention, identity index 250 can store "meta-information" about information objects stored on system 200 (e.g., can store information about how to locate information objects on system 200). Hence, identity index 250 can maintain some state information (e.g., the location of information objects on system 200), but remains "stateless" in that it can avoid persistently storing the actual data of the information objects. Embodiments of the present invention can, thus, provide for "quasi-stateless" management of distributed information objects in system 200. Because information objects are not replicated in some embodiments of identity index 250, embodiments of the present invention are highly scalable and the storage requirements of implementing the present invention are largely unaffected by the amount of data associated with each information object. Furthermore, because changes to virtual attributes can be pushed out to resources on an attribute-by-attribute basis rather than on an information-object-by-information-object basis (as with some prior art systems) embodiments of the present invention reduce bandwidth requirements for network 225. It should be noted that identity index 250 can be constructed manually by, for example, a systems administrator entering the information included in identity index 250 through a graphical user interface or identity index 250 can be constructed through a software implemented discovery process. One embodiment of a system and method for discovering information that can be used to construct identity index 250 is disclosed and described in United States Patent Application serial No. 10/006,763 [[_____]], entitled "System and Method of Discovering Information," filed December 6, 2001.